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Lab of Dr. Morton McBrains Playbook

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Lab of Dr. Morton McBrains Playbook

Rasmus Thoegersen, Jennifer Thoegersen

*An Escape Room conceived and built by the clever kids of Nebraska City as part of the Library Lockdown project**

We welcome groups of 4-6 players once a day. Call ahead to schedule a time with us and let us know what your team is called. It is completely free of charge. Players of all ages are welcome, but try to have at least as many adults as kids in the mix (grown-ups can be a bit slow, so they will need all the help they can get).

The gameplay

Once the clock on starts counting down, you will have 60 minutes to open a safe in the room and find the secret antidote. The code for the safe is stored on a terminal belonging to Dr. Morton McBrains and you have to put in 8 out of the 10 secret clues to access the code.

How do you find the clues? There are 10 Clueboxes. Each of them contains a note with one of the clues. So you just have to open the Clueboxes. Easy right? Except they are all locked!!

This is where the puzzle part comes in.
Each lock corresponds to a puzzle somewhere in the room.

Tips & Tricks

Make sure you know what kind of lock you are trying to open! There are four different types of locks on the boxes:

- One type opens with a word
 - One type opens with a number
 - One type opens with a direction
 - One type opens with a key
- This is important to keep in mind.

Don't spend all your time looking at just one puzzle if you are completely stuck. You only have to solve 8 out of 10 puzzles to win, so consider that.

Take a deep breath and try to solve another one for a little bit. Talk to your teammates!
Everyone has their own strengths and weaknesses.

Read the note on the puzzle carefully. It might contain a clue or two.

The puzzles don't overlap – so no need to bring the robot over to the library – he won't be helpful at all. And there are no clues above the red tape line in the room.

Most importantly – we had fun building these puzzles, so have as much fun as you can while solving them ☺

The rules

The first rule of Library Lockdown is
you don't talk about Library Lockdown.

Well – you can totally tell people how cool it is, but don't give away any of our secrets.

Playing field

The playing field is marked by red tape in the room. All the stuff above the red tape is just mess left behind from the initial zombie attack – don't worry about it. Seriously - there are no clues in the ceiling or keys up on the ledge.

Mind over matter

Don't break stuff. You can probably pry open our boxes or break the robot labyrinth... but where is the fun in that? Remember: there is always a way to solve it with the incredible power of your mind. So flex those thinking-muscles and get to it!

Cellphones

No, you can't google your way out of this one. Use the pen and paper on the desks and the pure power of your minds—no cellphones.

Game over

Once the clock starts counting down, you will have 60 minutes to open the safe and find the secret antidote. If you open the safe and get the antidote, you have saved Nebraska City and the world! Note the time remaining on the sheet provided.

To retrieve the antidote and escape the room, you only need to unlock 8 boxes. You will be Bronze Survivor. If you unlock 9, you will become a Silver Survivor. And if you – against all odds – unlock all 10 clueboxes you will be Gold Survivors! Simply note down the time remaining when you've solved the 9th and 10th puzzles.

When you've solved all the puzzles, bring the antidote upstairs to the librarians and declare yourself a winner!

But if the timer runs out before that, you be turned into a zombie yourself.

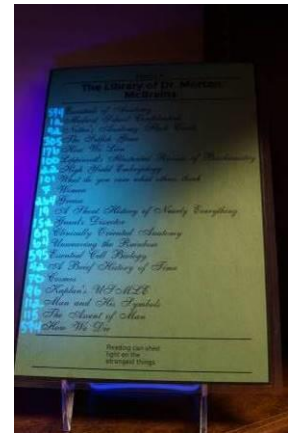
Puzzle #1

The Library of Dr. Morton McBrains

Essentials of Anatomy
Medical School Confidentials
Netter's Anatomy Flash Cards
The Selfish Gene
How We Live
Lippincott's Illustrated Review of Biochemistry
High Yield Embryology
What do you care what others think
Women
Grease
A Short History of Nearly Everything
Grant's Dissector
Clinically Oriented Anatomy
Unweaving the Rainbow
Essential Cell Biology
A Brief History of Time
Cosmos
Kaplan's USMLE
Man and His Symbols
The Ascent of Man
How We Die

Reading can shed
light on the
strangest things

Puzzle Solution: dark





Puzzle #2

Mysterious microscope

The zombie is in the detail. Look real close and you will find your way

Puzzle 2: Mysterious Microscope

Lock Type: Directional lock

Puzzle Solution: North-West-West-North

Description

Using the microscope, read the tiny type on the four pieces of paper to determine the combination. The papers are numbered 1 through 4. 1, 2, and 4 are already taped to slides and are mixed into the wooden slide box. 3 is in a container in the microscope case. The microscope turns on by turning the light on the bottom.



Reset

- Return the non-blank slides to the slide box.
- Place the blank slides and scalpel on the lid of the slide box.
- Return the 3 piece to the container marked III.
- Return items to the microscope case, ensuring that the III is clearly visible (as shown).
- Place the microscope box, instruction booklet, and slide case as shown above.



Puzzle
#3

**Beauty lies in the eye
of the Zombie-holder**



Puzzle 3: Beauty is in the eye of the zombie-holder

Lock Type: Number lock

Puzzle Solution: 8153

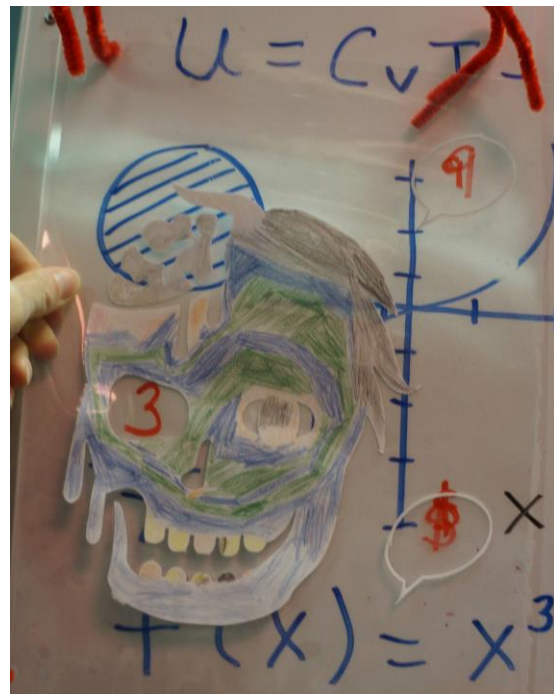
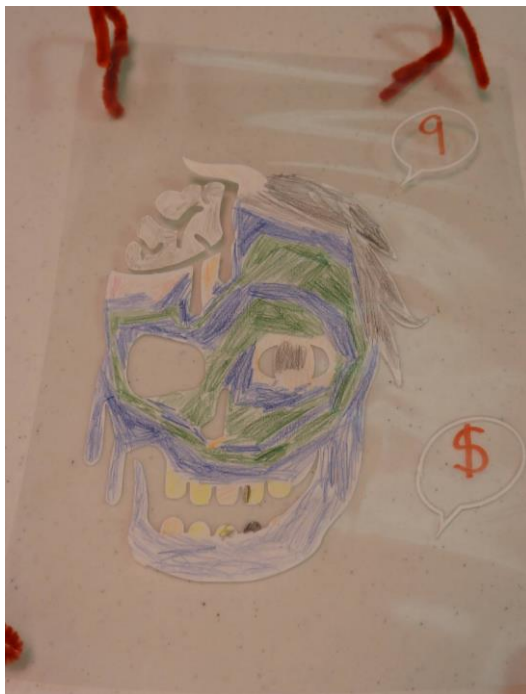
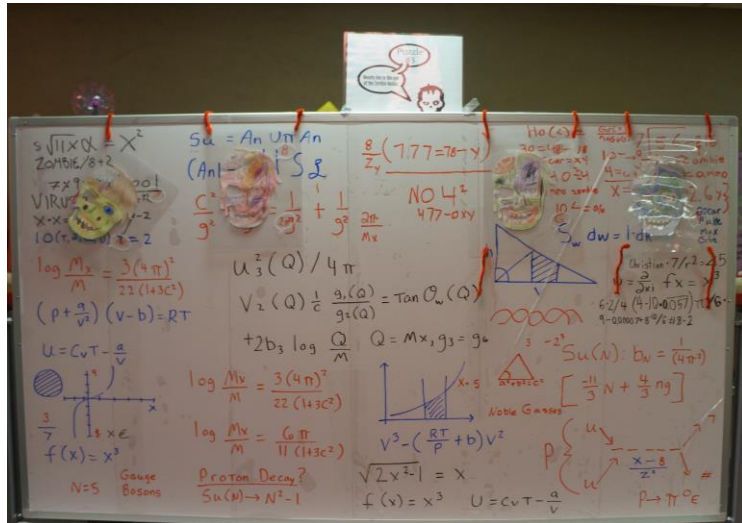
Description

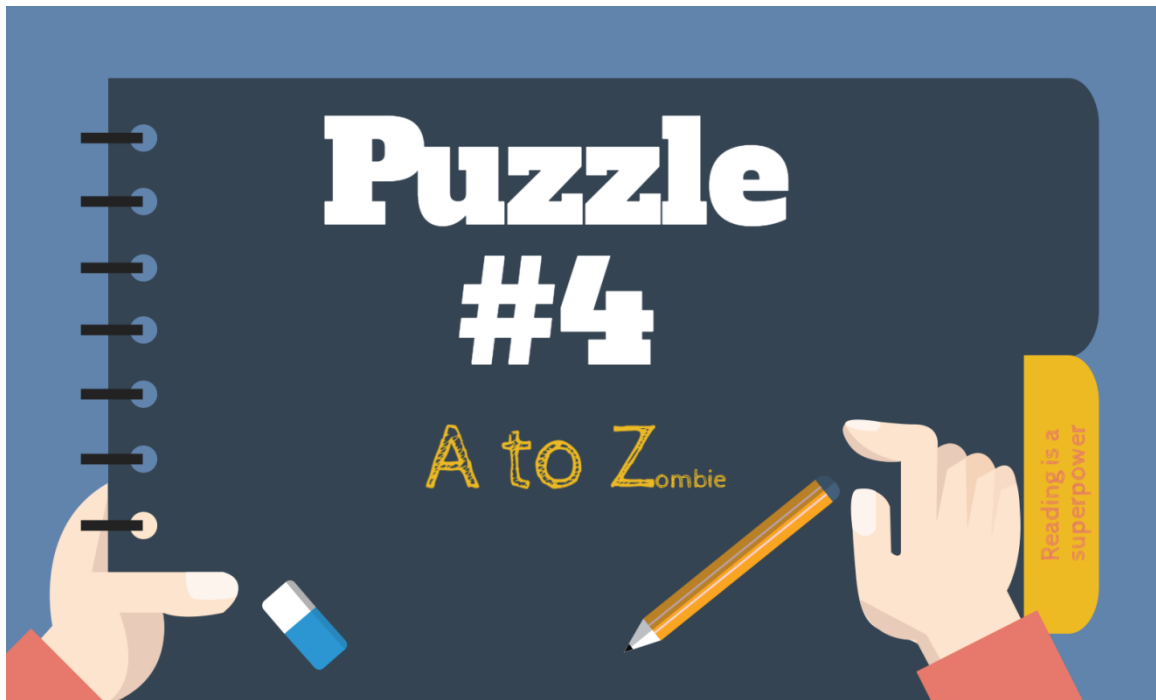
Each zombie has two speech bubbles, each containing a character.

By lining up these characters with characters on the whiteboard, a single-digit number falls in the zombie's eye. The number of pipe cleaners tide to each zombie indicates the order of the numbers for the lock.

Reset

- Hang the zombie faces back on top of the white board (in any order).

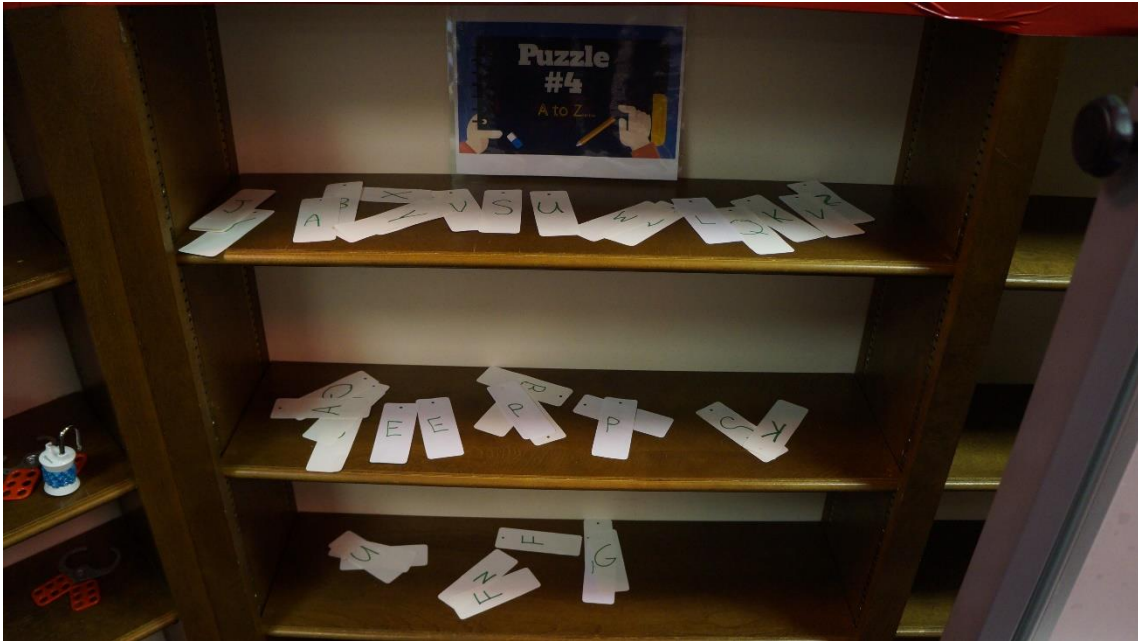




Puzzle 4: A to Zombie

Lock Type: Word lock

Puzzle Solution: mort



Description

There are bookmarks scattered on the shelves. Every bookmark has a letter on it. There are two bookmarks for every letter of the alphabet except for 4, for which there are no bookmarks: m, o, r, and t.

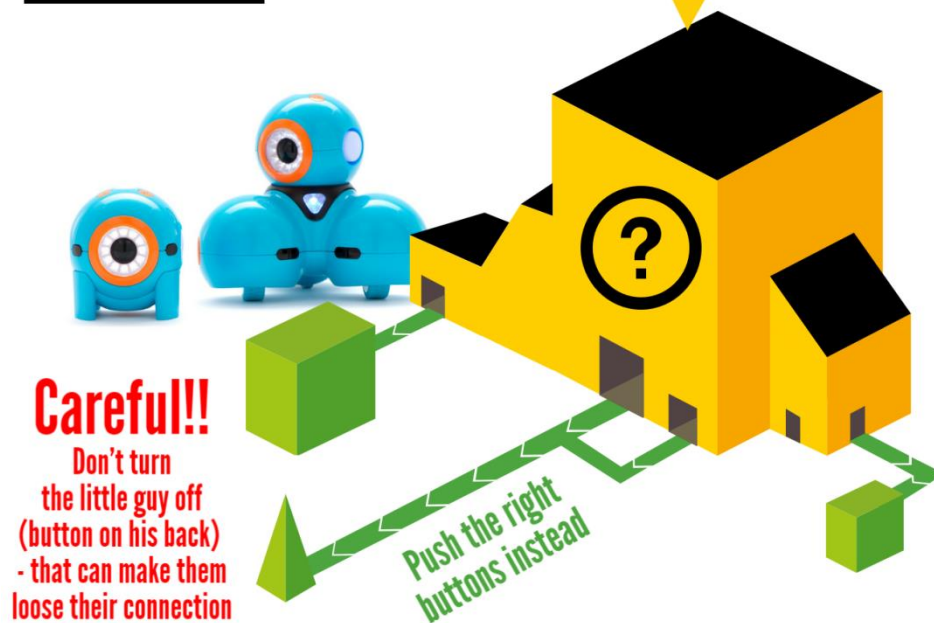
Reset

- Mix up the bookmarks so that they are not in order.
- Place them randomly on the shelves.

Puzzle # 5

Robot Maze Madness

Dr. Morton McBrains made two robots when he was young. They are best friends, but one of them has gotten lost in a maze. They can communicate, but only with each other.



Puzzle 5: Robot Maze Madness

Lock Type: Number lock

Puzzle Solution: 0101

Description

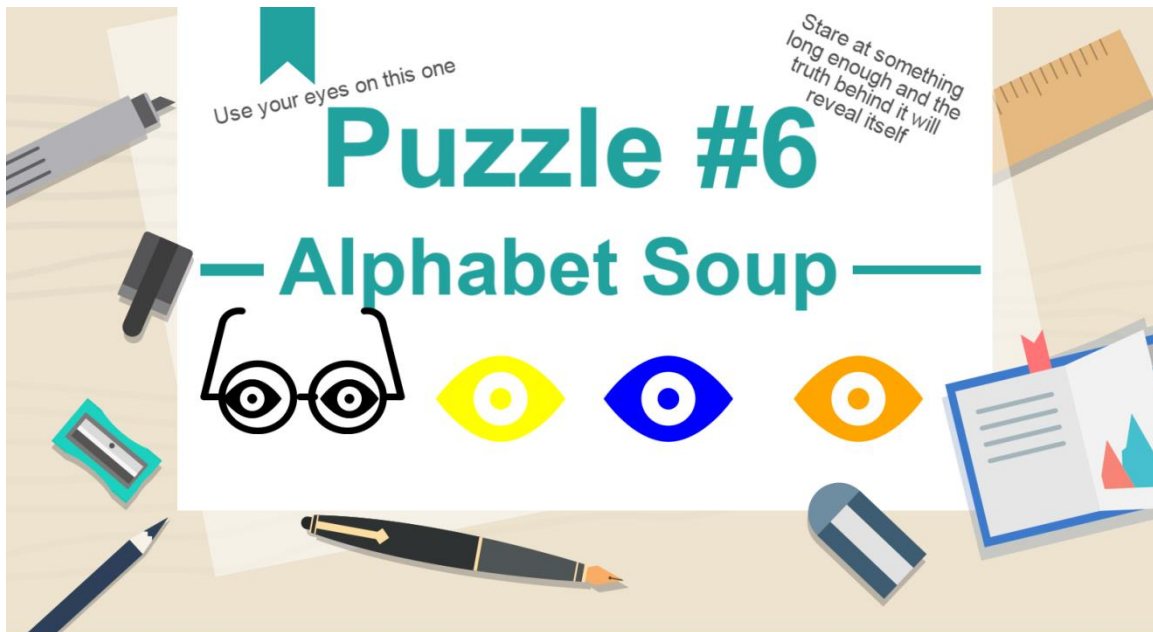
Using the buttons on the top of Dot, navigate Dash out of the maze:

- Middle = forward
- 2 = turn left
- 1 = turn right
- 3 = back

Once he is out of the maze, press Dash's middle button to play a recording of the lock combination.

Reset

- Return Dash and Dot to the cart by the door and plug them in to charge.
- Press the power buttons on Dash and Dot to turn them off.



Puzzle 6: Alphabet Soup

Lock Type: Word lock

Puzzle Solution: moor

Description

Letters are glued in the cubbies.
 Markings on the back of the case indicate which cubbies contain the correct letters.

Reset

- Ensure the four markers on the back are still in place.
- Place the case back as shown.



Puzzle #7

X marks the spot



*The
zombies
are coming*

*Destroy
the map so
they don't
find us*

*And bury the
key!!!*



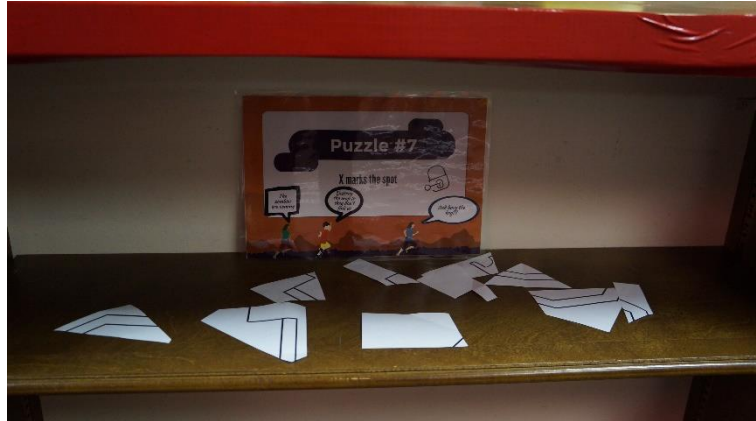
Puzzle 7: X marks the spot

Lock Type: Key lock

Puzzle Solution: (key)

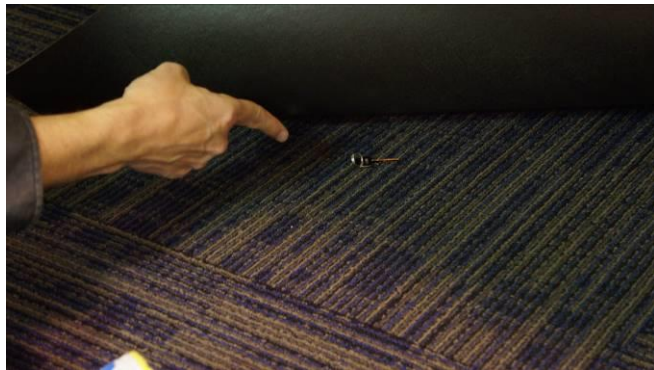
Description

A map of the room is cut into pieces. An “x” on the back of the map indicates where in the room the key is located. The key is hidden under a carpet square beneath the table with the microscope.



Reset

- Return the map pieces to the shelf, ensure they are mixed up.
- Return the key to underneath the carpet square

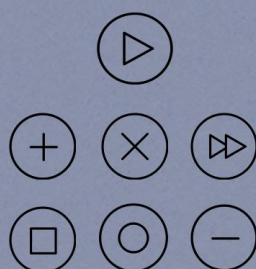




Puzzle # 8

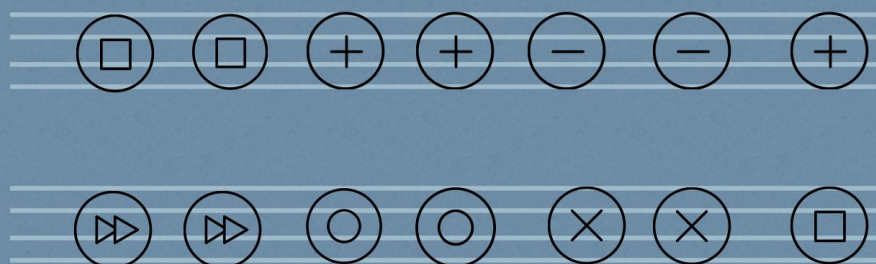


THE MUSIC BOX



Maybe a lullaby to put the
zombies to sleep?

It twinkles!



Puzzle 8: The Music Box

Lock Type: Word lock

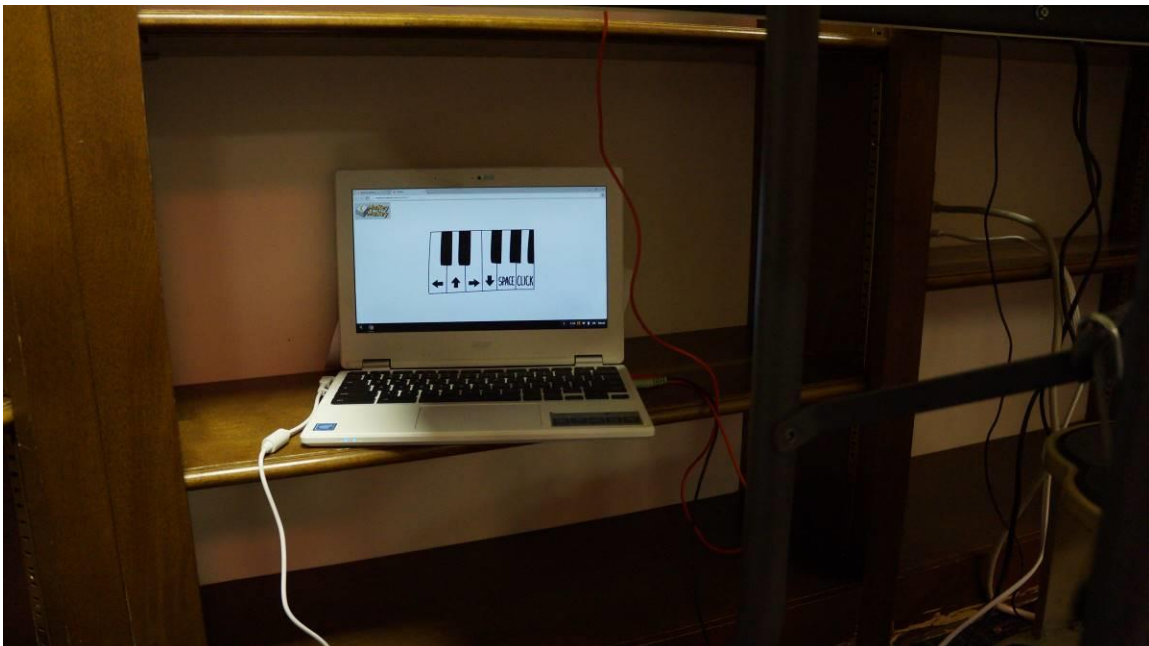
Puzzle Solution: star

Description

The puzzle page gives symbols to each of the 'buttons' on the box, as well as a sequence of notes to play. The sequence is the tune to "Twinkle, Twinkle, Little Star". Touch both the Top/Play button as well as the note indicated to make the box play.

Reset

- Play all 6 notes to ensure they are working correctly.



Color comes
before the type
of animal



PUZZLE #9

Wall of cute and fluffy

Red times 3
Blue divide by 2
Yellow & pink times 2
Green minus 1
Purple minus 2

1: (3, 15) / (2, 3)
2: (11, 6) - (3, 2)
3: (8, 19) - (13, 20)
4: (3, 13) * (5, 10)

Cat minus 3
Dog plus 3
Bunny plus 5
Frog minus 2
Butterfly plus 8

Puzzle 9: Wall of cute and fluffy

Lock Type: Number lock

Puzzle Solution: 5397

Description

Using the rules and coordinates provided on the puzzle page, you must determine what the 4 numbers of the lock are.

1: $10 / 2 = 5$

3, 15: Blue Butterfly with a 4: $4/2 = 2 + 8 = 10$

2, 3: Green Frog with a 5: $5 - 2 = 3 - 1 = 2$

2: $20 - 17 = 3$

11, 6: Red Bunny with a 5: $5 * 3 = 15 + 5 = 20$

3, 2: Yellow Dog with a 7: $7 * 2 = 14 + 3 = 17$

3: $21 - 12 = 9$

8, 19: Pink Dog with a 9: $9 * 2 = 18 + 3 = 21$

13, 20: Yellow butterfly with a 2: $2 * 2 = 4 + 8 = 12$

4: $.5 * 14 = 7$

3, 13: Blue cat with a 7: $7 / 2 = 3.5 - 3 = .5$

5, 10: Purple butterfly with an 8: $8 - 2 = 6 + 8 = 14$

Reset

- Check the floor around the puzzle for any pieces that may have fallen off.





Puzzle 10: It's all Greek to me

Lock Type: Number lock

Puzzle Solution: 3477

Description

The pieces for several small puzzles are scattered on the shelves. Each puzzle has a Greek letter assigned to it and all of its pieces have that letter on their back. Put together the δ and π puzzles to reveal the 4-digit numbers on them. Minus the number on the δ puzzle from the π puzzle.



Reset

- Take apart the puzzles.
- Mix the pieces up and scatter them randomly on the shelves around the table.